RESIDENT EVIL™

The Official Strategy Guide by

GAMEFAN BOOKS™

Includes a free 10 page preview of the upcoming Wildstorm Resident Evil Comic Series

For ordering information see page 16.

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SEGA™

SEGA SATURN™

T-1221H

RESIDENT EVIL™

CAPCOM

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

MATURE™
M
AGES 17+
CONTENT RATED BY ESRB

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- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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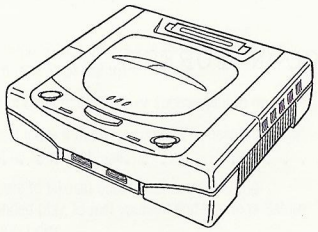
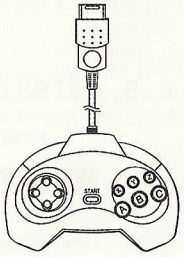
MISSION SET-UP

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RESIDENT EVIL disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.





MISSION CONTROLS

(DEFAULT)

START BUTTON
STARTS GAME
PAUSES GAME
SELECTS SUB-SCREEN

DIRECTIONAL BUTTON
SELECTS MODE (Title Screen)
MOVES CHARACTER

A BUTTON
CANCEL PREVIOUS ACTION
SELECT MODE (Title Screen)
RUN (See page 4)

B BUTTON
ACTION BUTTON
ATTACK
OPENS DOORS

C BUTTON
SELECTS MODE (Title Screen)

R BUTTON
DRAWS WEAPON

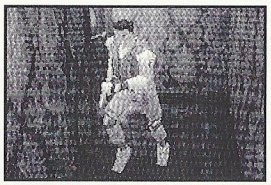
X, Y, Z, L BUTTON
NOT USED

▲ = Go Forward/Push Item
◀ = Turn Left
▶ = Turn Right
▼ = Go Backward

SPECIAL CONTROLS (DEFAULT)

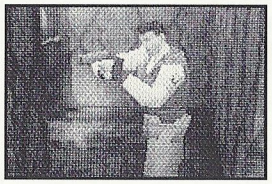
CHECK ITEM

Same as ACTION (B Button). If you press B during game play, your character will check the object in front of him/her. A message will appear to let you know what you found. If there is nothing there, no message appears. This control also opens doors and talks to other characters.



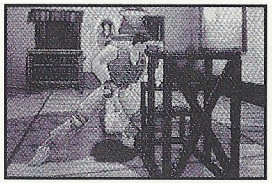
RUN

Hold A Button, then press Directional Button ▲ to run forward. Hold ◀ or ▶ with ▲ to run left or right. You cannot run backward.



USE WEAPON

Hold R Button to draw weapon, then use the Directional Button to aim (▲ or ▼ moves weapon up or down; ◀ or ▶ moves weapon left or right). Press B Button to activate weapon.



PUSH ITEM

Some items can be moved by pushing them. Face the item you want to move and press ▲ on the Directional Button. If the object cannot be moved, your character will not try to push it.

RESET GAME

To return to the RESIDENT EVIL title screen during game play, press **START, A, B** and **C** Buttons simultaneously. Your game will reset automatically. Be sure press the buttons together to avoid activating other functions.

MISSION: RACCOON FOREST

FORCE: S.T.A.R.S.
UNIT: ALPHA TEAM
LOCATION: RACCOON FOREST

TOP SECRET

ALPHA TEAM:

Barry Burton
weapons specialist

Joseph Frost
vehicle specialist

Chris Redfield
marksman

Jill Valentine
machine expert

Brad Vickers
pilot

Albert Wesker
Mission Leader

BRAVO TEAM:

Richard Aiken
communications

Rebecca Chambers
medical

Edward Dewey
pilot

Enrico Marini
Mission Leader

Forest Speyer
vehicle specialist

Kenneth J. Sullivan
field scout

SITUATION:

New members of Alpha Team arrive in Raccoon City late in day. Earlier, strange reports come in from locals about missing people and unusual sightings of dog-like monsters. The mangled remains of a woman hiker are fished out of river. The police report notes that something powerful had gotten a hold of her, judging by the depth of teeth marks. Most likely a grizzly or wolf attack.

PUBLIC DEMANDS POLICE ACTION. POLICE ACTIONS:

a) Entrance to mountain road barricaded

b) S.T.A.R.S. contacted

c) S.T.A.R.S. informed that hiker was part of tourist group that had gone into the mountains a few days earlier

d) S.T.A.R.S. Bravo Team joins mountainside search for more hikers

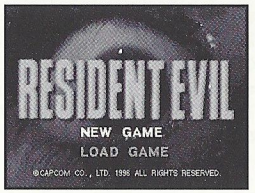
Bravo Team helicopter discovers a mansion. Engine fails. Helicopter goes down. Contact lost with Bravo Team over mountains.

ALPHA TEAM MISSION OBJECTIVES:

a) Investigate Raccoon Forest area
b) Locate Bravo Team helicopter
c) Locate and rescue Bravo Team members
d) Bring situation under control

END

STARTING A MISSION



To bypass the opening sequence, press **START** on the Player 1 controller. You will be presented with the RESIDENT EVIL title screen. There are 3 options: NEW GAME, LOAD GAME and OPTION. Use the Directional Button to highlight a mode, then press **START** or **B** Button to select it. For information on the **OPTION** mode, see page 8.

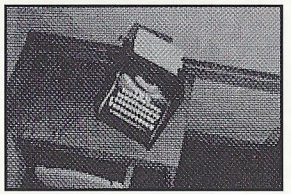
NEW GAME

Select this option when you want to start a new mission, beginning with the intro.

LOAD GAME

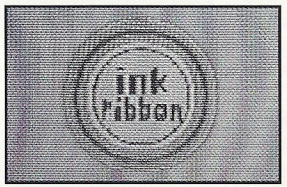
Select LOAD GAME if you have a previous game saved on your Saturn internal RAM. See following section for more information.

You take command of either Chris Redfield or Jill Valentine, two top members of S.T.A.R.S. Alpha Team.



SAVING

To save a game you must place an ink ribbon into a typewriter. Ink ribbons can be found in various places throughout the game. Once you find a ribbon, stand in front of the typewriter and press the ACTION button (**B** Button). You will be asked if you want to save your progress. Choose YES or NO.

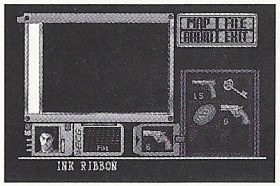


Note: You'll need to find an ink ribbon each time you want to save, so use your ink ribbons wisely.

LOADING

If you have previously saved a game, highlight LOAD GAME from the title screen and press **START, A** or **C** Button. Your file(s) will appear. Use the Directional button to highlight the file you want to re-start, then press **START** or **B** Button. Select "DO NOT LOAD" if you want to return to the title screen without loading a file, or simply press the **A** or **C** Button.

STATUS SCREEN



When you press the **START** Button during game play the STATUS screen appears. This screen shows your character's condition and the items you are carrying. Use the Directional Button to highlight an item or function, then press the B Button to activate the options.

ITEMS

After highlighting the item you want to use, press the **B** Button. You then have 3 options in the command window: USE/EQUIP, CHECK or COMBINE.

USE/EQUIP

To use the item, highlight USE and press the **B** Button. For weapons, EQUIP will appear instead of USE. If you select EQUIP, you'll be equipped with that weapon. You cannot use a weapon until you have equipped it. You can only use 1 weapon at a time.

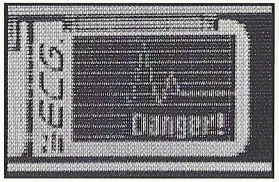
CHECK

This option allows you to examine an item or weapon you have acquired. By using the Directional Button after selecting the item or weapon, you can rotate it and examine it in 3-D. If you want to increase or decrease the magnification of the item, press the L or **R** Button, respectively.

COMBINE

Some items have a different effect when you combine them with other items, particularly weapons. For example, when you want to re-load a clip of ammo for a gun, select the clip then select COMBN from the command window. Use the Directional Button to move the cursor onto the gun you want to put the clip in.

Try combining other items to discover new effects.

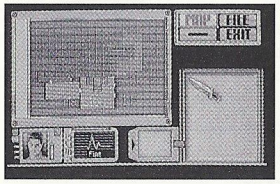


CONDITION

On the STATUS Screen next to your character's mug shot is an electrocardiograph (ECG). This ECG shows the current condition of your character, and will read "FINE" or whatever the status of your character is. To return your character to better health, you must find medicine.

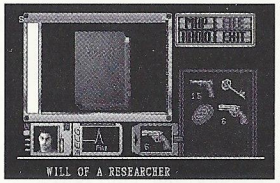
MAP/FILE/RADIO

There are 3 other functions you can perform from the STATUS SCREEN:



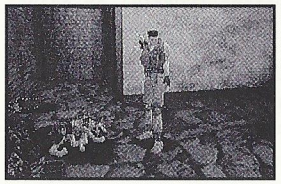
MAP

Select this option to view the rooms and areas you have already visited. This feature helps you keep track of where you need to go.



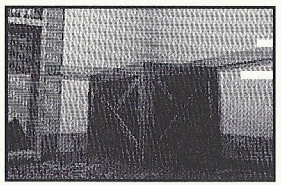
FILE

As you explore, you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select this to view the contents of messages filed. Hints may develop from these notes.



RADIO

If this option is available, you have a radio at your command, but cannot use it unless you hear it beeping. If you hear it beeping, quickly open the STATUS SCREEN and select RADIO to receive the transmission. If you're too late, you could miss an important message!



ITEM BOX

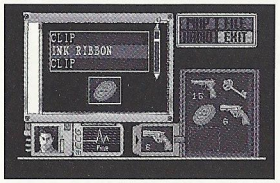
You will notice that your character can only carry a certain number at a time (Chris carries 6 items, while Jill carries 8). You cannot lose an item once you find it, but you can use it up (like ammo, for example). In order to

carry only the items you need at a certain time, you can store other items in an Item Box.

These are located in strategic places, and you must use them wisely because they are limited in space. Stand in front of the Item Box and press the B Button. The Item Select Screen will then appear.

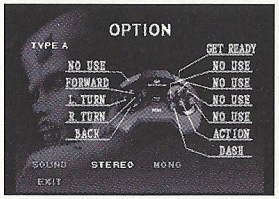
You can exchange, give or take out items from the box. To place an item in the box, use the Directional Button to highlight the item, then press the B Button. Now select a slot that reads "NOTHING" and press the B Button. The item has now been placed into the box. If there are no slots that read "NOTHING," the Item Box is full.

To exchange an item, place the cursor over the item you want to exchange and press the B Button. Now highlight the item in the box you want to exchange and press the B Button. You have now exchanged items.



To take an item out of the box, you must have an empty slot available to carry the item. Select the empty slot first then press the B Button to move the cursor to the item box. Highlight the item to take out of the box and press the B Button.

OPTION MODE



This mode can be activated by pressing the START or B Button from the title screen. You can adjust the configuration of your buttons (CONFIG) or adjust the SOUND mode (stereo or mono).

When adjusting your configuration, there are 3 set configurations: A, B or C. When you have finished adjusting your options, select EXIT or simply press A or C Buttons.

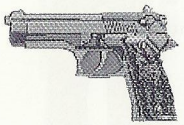
Note: DASH refers to "Run" and GET READY refers to "Draw Weapon."

WEAPONS

Your standard equipment includes a 9mm semi-automatic hand gun and a combat knife. There are many other weapons to acquire through your search. Some weapons are more difficult to handle, so try them before taking them into combat (but don't waste too many rounds).

COMBAT KNIFE

A good weapon for a close fight, but not nearly as powerful or protective as a firearm.



9MM HAND GUN

Popular, common hand gun used by many public organizations and armed forces for its high level of reliability. Your gun can hold a clip of 15 bullets maximum. When the clip runs out, and you have another, your character will automatically reload.

SHOTGUN

An excellent hunting gun. It sprays the ammo and is powerful enough to take down fast-moving enemies. It is extremely handy when used at close range. One of the most reliable weapons you can find.

S.T.A.R.S. BIOS

ALPHA TEAM

BARRY BURTON

Age: 38

Height: 6 ft

Weight: 197 lbs

Blood Type: A

Chris Redfield's old friend and partner. Former SWAT team member, Barry maintains and supplies weapons for all S.T.A.R.S. members. He has over 16 years of experience, and has led many successful projects. Barry is a trusted ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.

JOSEPH FROST

Age: 27

Height: 5 ft 10 in

Weight: 159 lbs.

Blood Type: B

Previous member of S.T.A.R.S. Bravo Team, and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team. Many members of Bravo Team are jealous of his promotion, but he was moved up by Wesker himself. Joseph is young, enthusiastic and very curious.

CHRIS REDFIELD

Age: 25

Height: 5 ft 11 in

Weight: 177 lbs

Blood Type: O

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. Chris is tough, smart and strong.

JILL VALENTINE

Age: 23

Height: 5 ft 5 in

Weight: 111 lbs

Blood Type: B

An intelligent soldier that has rescued many S.T.A.R.S. members from danger in the past, Jill has been reassigned to Raccoon City just like Chris. She is excellent with special mechanical devices such as lock-picks. Jill has strong moral convictions and fights for what she believes in. While she can hold many items, her small build puts her at a disadvantage.

BRAD VICKERS

Age:
35

Height:
5 ft 9 in

Weight:
134 lbs

Blood Type:
O

Brad is a computer expert and a great information gatherer. Unfortunately, his fear of dying draws much heat from his fellow soldiers. His lack of enthusiasm for rushing into danger has earned him the nickname "Chickenheart." While Chris is a qualified pilot, Brad flies helicopter for Alpha Team.

ALBERT WESKER

Age:
38

Height:
6 ft

Weight:
186 lbs

Blood Type:
O

Wesker has risen quickly inside the S.T.A.R.S. organization and currently leads the Alpha Team. Viewed by many as a "cool guy," from his snappy haircut to his perpetual shades, Wesker was recruited by a headhunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.

BRAVO TEAM

RICHARD AIKEN

Age:
23

Height:
5 ft 8 in

Weight:
138 lbs

Blood Type:
AB

A very important member of S.T.A.R.S. He is the communication expert for Bravo Team. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty as radioman for both units since Alpha Team really has no trained operator, except for Jill (who has a knack for technology). A very confident person, Richard greets new members warmly.

REBECCA CHAMBERS

Age:
18

Height:
5 ft 3 in

Weight:
93 lbs

Blood Type:
AB

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age and her lack of experience. Rebecca is eager to please and will not hesitate to take on any new task.

ENRICO MARINI

Age: 41

Height: 6 ft 3 in

Weight: 183 lbs

Blood Type: O

Bravo Team's leader, and Wesker's second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris or Barry may end up replacing him as #1 to Wesker. Nonetheless, Enrico is a dedicated S.T.A.R.S. operative and is always proud to lead the unit when Wesker lets him.

FOREST SPEYER

Age: 29

Height: 6 ft

Weight: 157 lbs

Blood Type: A

Forest is a great sniper as well as Bravo's vehicle specialist. He is a consummate professional, and his work earns him great respect from the other members. He instantly clicks with Chris, and it seems they'll end up good teammates.

KENNETH J. SULLIVAN

Age: 45

Height: 6 ft 2 in

Weight: 213 lbs

Blood Type: O

A quiet but very talented field scouting officer. Kenneth also has spent time as a chemist. He wonders why his chemical experience would be necessary in Raccoon City but quickly discounts this since Wesker himself sought him to enlist in S.T.A.R.S.

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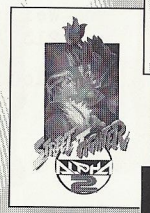
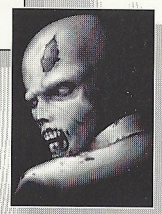
Mega Man X4 Back of T



Street Fighter Alpha 2 back of T


Resident Evil Back of T

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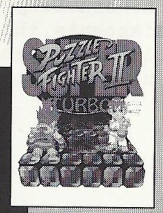

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CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Saturn CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will repair or replace the CD-ROM, at its option, free of charge.
To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game to CAPCOM. Simply return the entire CD-ROM freight prepaid at your own risk of damage. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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REPAIRS AFTER EXPIRATION OF WARRANTY:

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